University of Nebraska - Lincoln
DigitalCommons@University of Nebraska - Lincoln

U.S. Army Training Documents | U.S. Department of Defense

8-1974

WHO'S WATCHING YOU? CAMOUFLAGE— COVER— CONCEALMENT

US Army Engineering School, Fort Belvoir, VA

Robert Bolin , depositor
University of Nebraska - Lincoln, rbolin2@unl.edu

Follow this and additional works at: http://digitalcommons.unl.edu/usarmytrain

US Army Engineering School, Fort Belvoir, VA and Bolin, Robert , depositor, "WHO'S WATCHING YOU? CAMOUFLAGE— COVER— CONCEALMENT" (1974). *U.S. Army Training Documents*. 3.
http://digitalcommons.unl.edu/usarmytrain/3

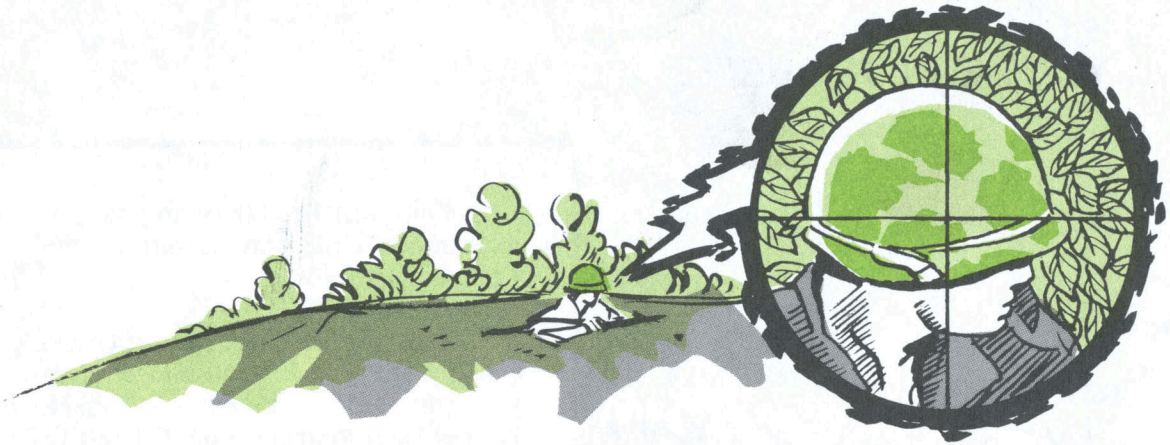
This Article is brought to you for free and open access by the U.S. Department of Defense at DigitalCommons@University of Nebraska - Lincoln. It has been accepted for inclusion in U.S. Army Training Documents by an authorized administrator of DigitalCommons@University of Nebraska - Lincoln.

WHO'S WATCHING YOU?

CAMOUFLAGE–COVER–CONCEALMENT

"Who's Watching You?" was written by the U.S. Army Engineer School, Fort Belvoir, VA, and is a publication of the U.S. Army Combat Arms Training Board, Fort Benning, GA. The information presented herein conforms as closely as possible with approved Department of the Army doctrine and is intended to complement existing training literature.

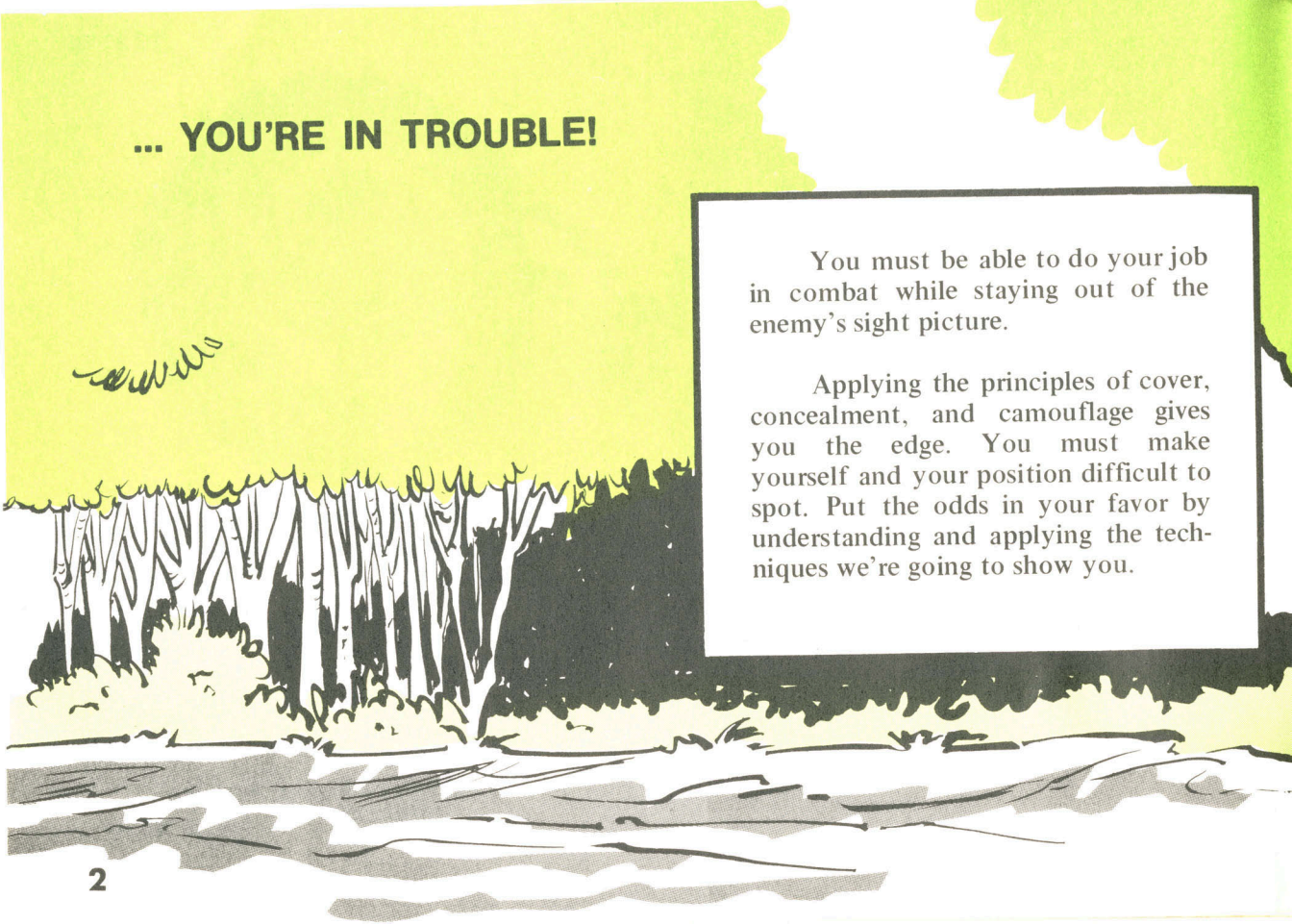
AUG 1974



WHAT THE ENEMY SEES, IS WHAT HE GETS!

If YOU'RE what he sees...

... YOU'RE IN TROUBLE!



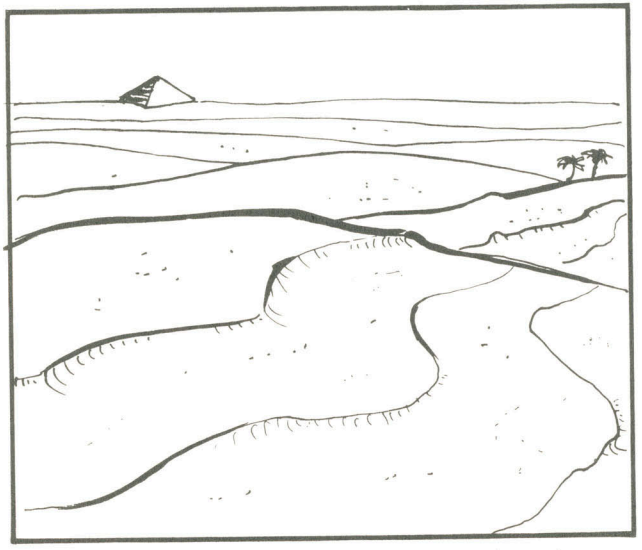
You must be able to do your job in combat while staying out of the enemy's sight picture.

Applying the principles of cover, concealment, and camouflage gives you the edge. You must make yourself and your position difficult to spot. Put the odds in your favor by understanding and applying the techniques we're going to show you.

The American soldier just doesn't pay enough attention to applying techniques of camouflage, cover, and concealment.

IF YOU CAN BE SEEN, YOU CAN BE KILLED!

...and the American soldier has not been very good at practicing camouflage, cover, and concealment.



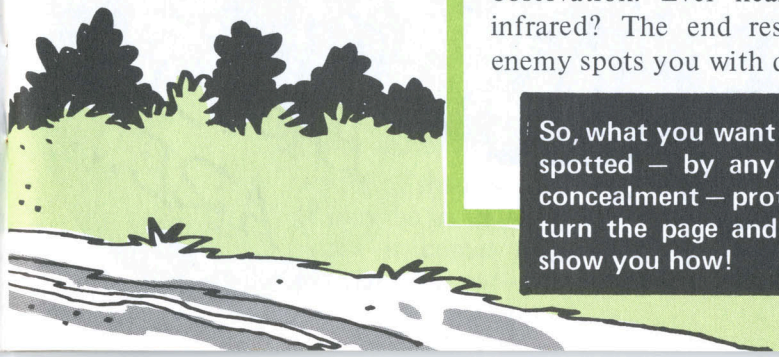
The German Army developed advanced techniques for concealing troops fighting in the desert. This is all you see of a squad position.

Japanese snipers and defensive positions were difficult to spot because proper techniques were used.

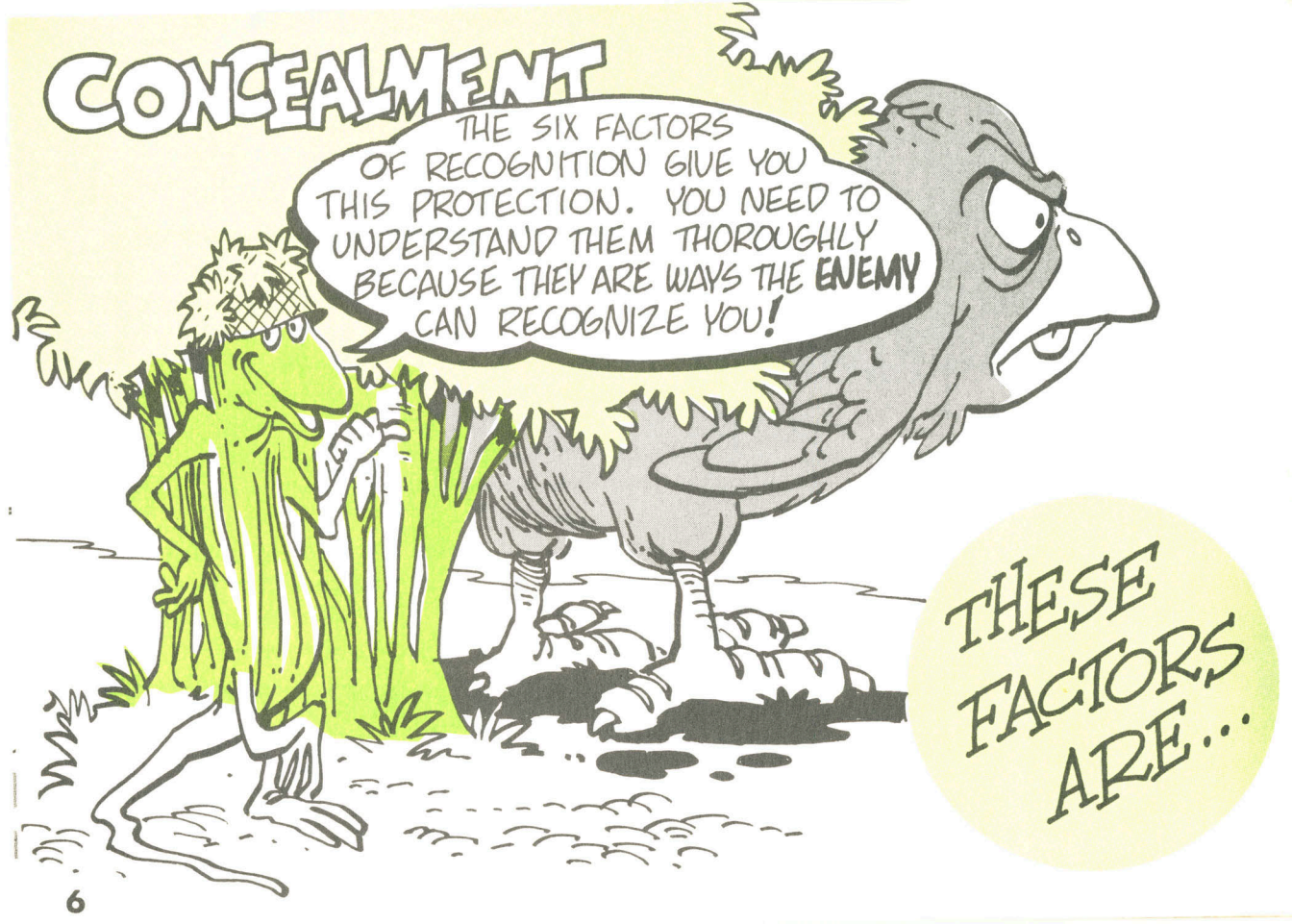
TO BEGIN AT THE BEGINNING..

before the enemy can shoot you he has to have some idea of where you are. Logical, isn't it? And you probably have already thought about him using his eyes or a good pair of binoculars to spot you. But, don't forget he also has a nose, with which to smell you, and some ears with which he can hear you. These are known as means of direct observation.

There are other ways of being spotted—by indirect observation. Ever heard of aerial photographs, TV, or infrared? The end result is just as deadly whether the enemy spots you with direct or indirect observation.



So, what you want to know first is how to keep from being spotted – by any means of observation. The answer is concealment – protection from enemy observation. So.... turn the page and let our expert – Charlie Chameleon – show you how!


CONCEALMENT
THE SIX FACTORS OF RECOGNITION GIVE YOU THIS PROTECTION. YOU NEED TO UNDERSTAND THEM THOROUGHLY BECAUSE THEY ARE WAYS THE ENEMY CAN RECOGNIZE YOU!
THESE FACTORS ARE...

1 SHAPE

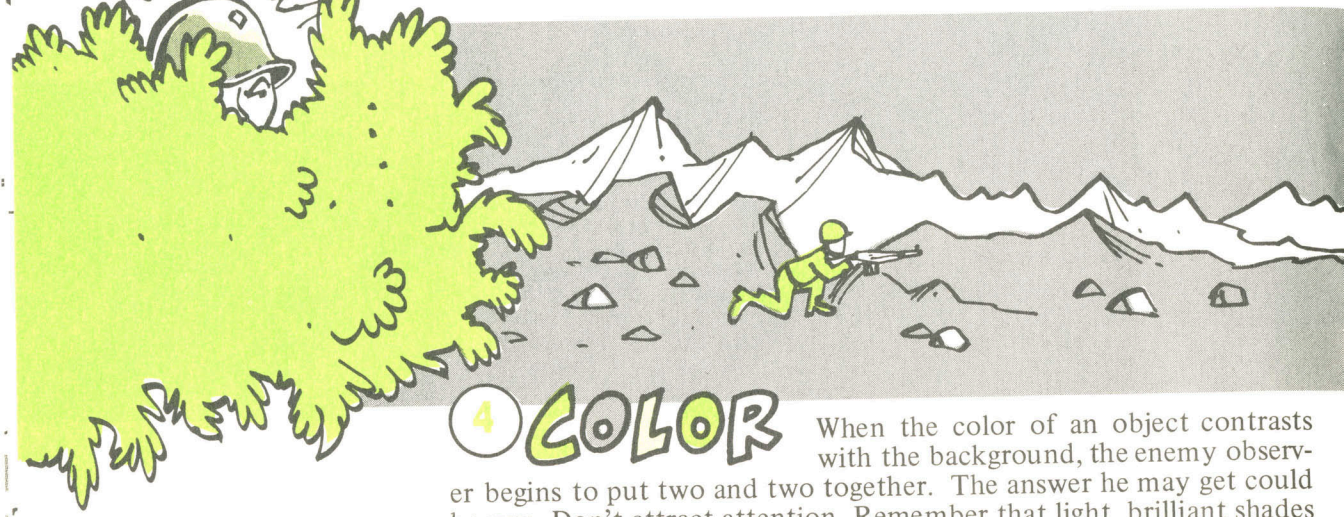
This is probably the most important. From a distance the outline of a man, vehicle or weapon can be noticed. Since a familiar shape can give your position away, change the SHAPE.

2 SHADOW

At times shadow tells more than the object itself—especially from the air. It may be as important to break up the shadow as it is to hide the object. When it comes to you and your position be sure only you and the SHADOW know—and that neither of you tell.

3 TEXTURE

Beware of smooth surfaces and objects—they shine more than rough surfaces. A windshield, messkit, weapon, helmet, field glasses—or even the shine on your boots—may reflect the light and give your position away. On a photograph, a smooth surface also shows up lighter than a rough surface. Keep the TEXTURE rough—even your boots.

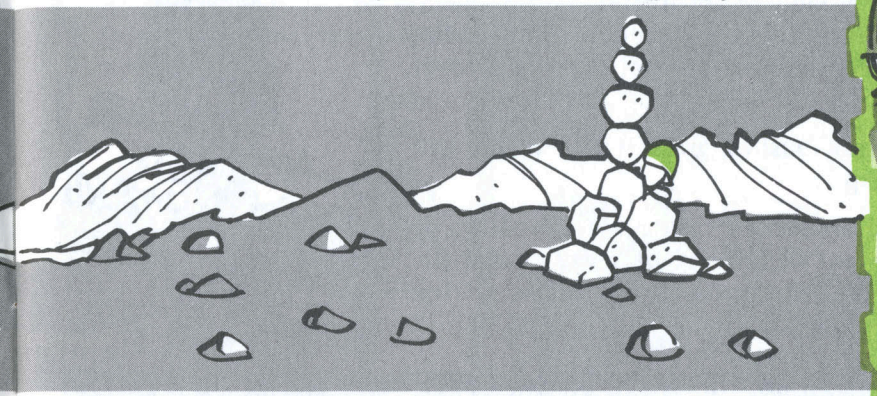


4 COLOR

When the color of an object contrasts with the background, the enemy observer begins to put two and two together. The answer he may get could be you. Don't attract attention. Remember that light, brilliant shades of color attract more attention than dark shades of the same color.

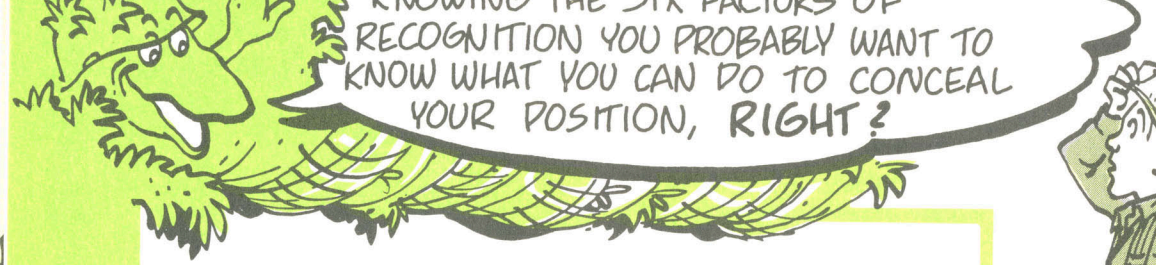
5 SITING or POSITION

Certain things belong in certain places. Remember the saying: "a place for everything and everything in its place." When things are out of place, the enemy becomes suspicious. For example, a big building surrounded by several small buildings may look like a barn. But the same big building by itself attracts immediate attention. Making things look like they belong is called SITING.



6 MOVEMENT

Motion naturally catches the enemy observer's attention. While a little movement may not tell him exactly what is being concealed, he will become concerned enough to check further. Watch your movement – so the enemy won't.



First, understand that concealment—protection from enemy observation—is different from cover—protection from enemy fire. When the enemy starts shooting at you, you want cover, not concealment.

Concealment may be natural—bushes, grass, mud, etc.—or artificial, such as nets or burlap.

Cover from direct or small arms fire can be ravines, hollows, reverse slopes, etc. In the event of artillery or heavy mortar fire, however, look for something more protective—the nearest foxhole, trench or wall.

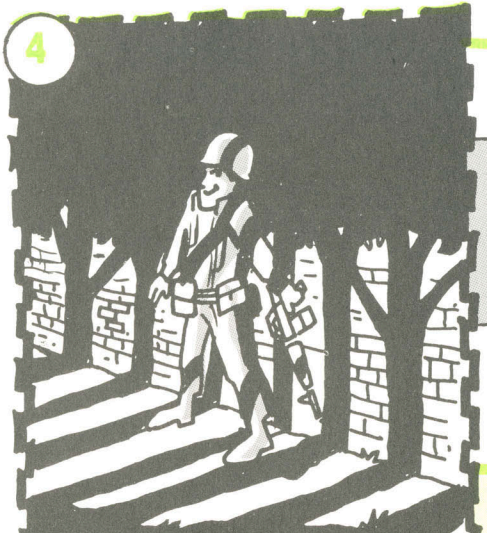
Basically, the use of cover and concealment on the battlefield is simply using good common sense.

HOWEVER... A FEW RULES WILL PROVIDE A GOOD GUIDE:

1. Use all the cover and concealment available. Trees, rocks, bushes and manmade structures require no effort from you other than intelligent use.

2. Avoid unnecessary movement. Quick movement attracts enemy observers. When it is necessary for you to move, move carefully. Think before making any move. Don't tell the enemy where you are.

3. Take a prone position. You present a smaller target and do not tire as quickly as when in the kneeling or crouching position.



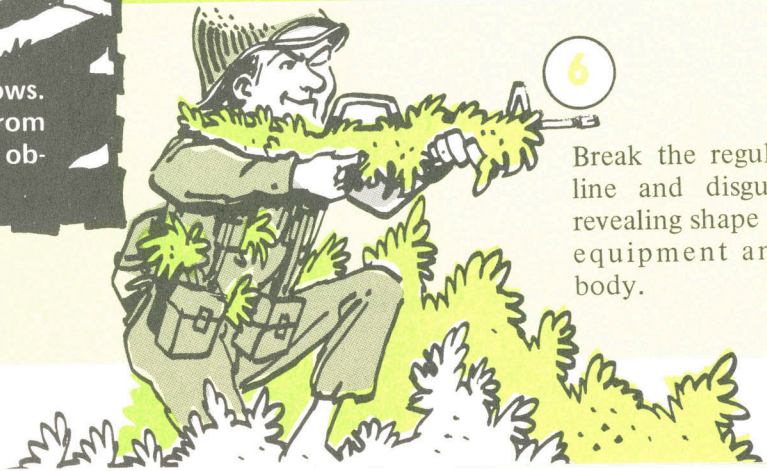
4

Use the shadows. They conceal you from both air and ground observers.

5

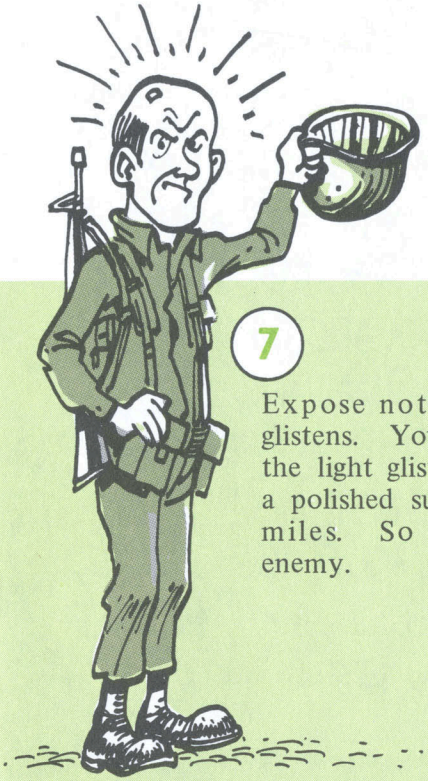
Watch your background. Avoid skylines and tops of walls or ditches unless they

are well broken by brush or debris. Stick to areas where your uniform blends so you do not form a silhouette against a contrasting background.



6

Break the regular outline and disguise the revealing shape of your equipment and your body.

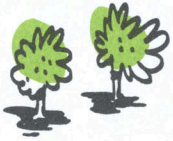


7

Expose nothing that glistens. You can see the light glistening on a polished surface for miles. So can the enemy.

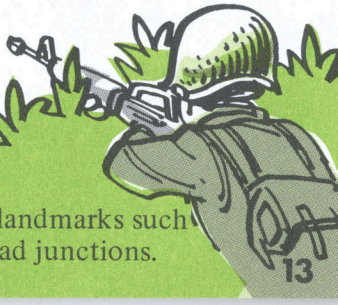
8

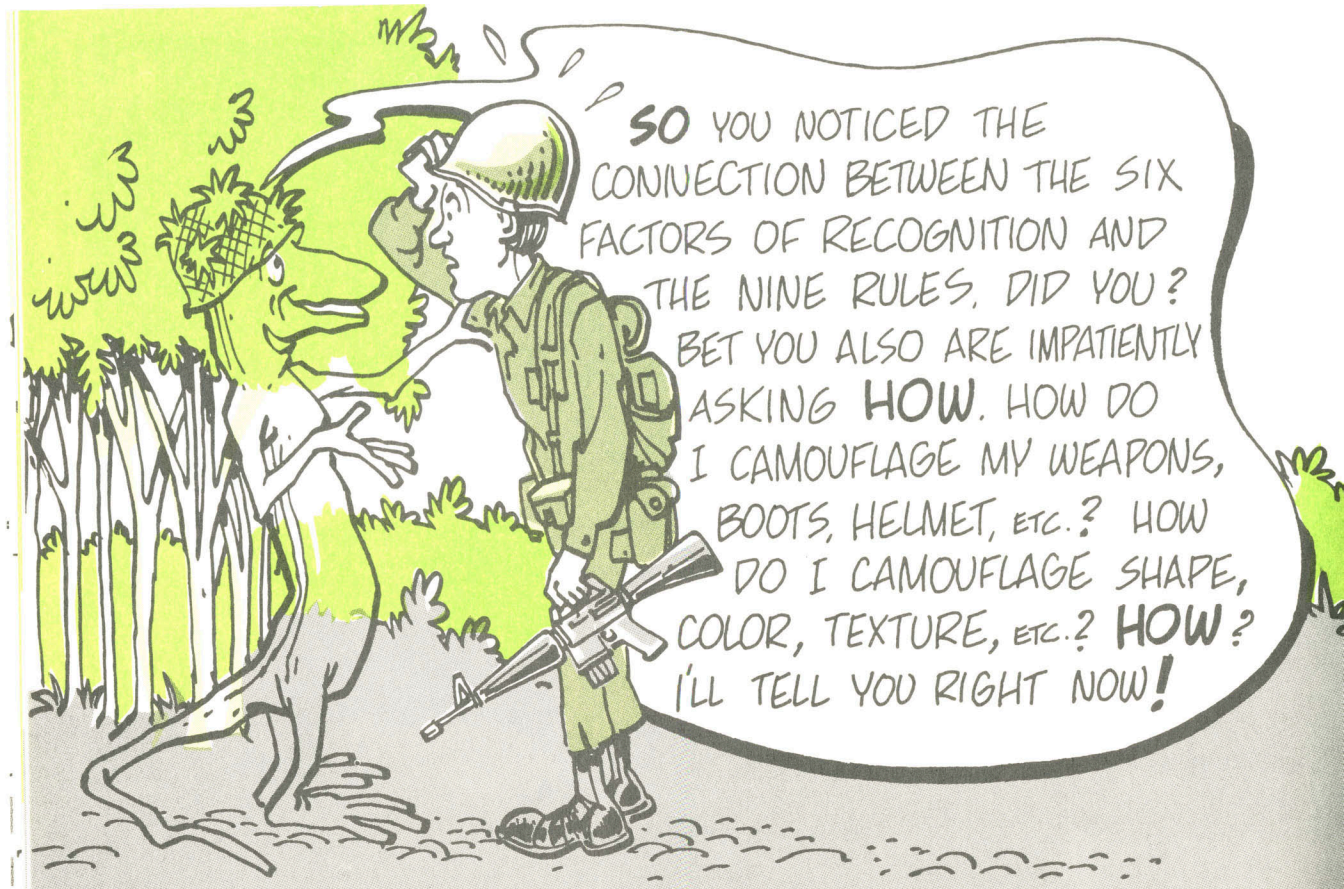
Observe and fire around the side of an object. This conceals most of your head and body.



9

Avoid outstanding landmarks such as lone trees and road junctions.




SO YOU NOTICED THE CONNECTION BETWEEN THE SIX FACTORS OF RECOGNITION AND THE NINE RULES. DID YOU? BET YOU ALSO ARE IMPATIENTLY ASKING HOW. HOW DO I CAMOUFLAGE MY WEAPONS, BOOTS, HELMET, ETC.? HOW DO I CAMOUFLAGE SHAPE, COLOR, TEXTURE, ETC.? HOW? I'LL TELL YOU RIGHT NOW!

START AT THE TOP WITH YOUR HELMET!

Look at it. Notice how the shape, color and texture make it stand out as a U.S. Army helmet? What can you do about it? Use the GI helmet cover or wrap burlap around it so that you can stick in leaves and branches to break up the shape. Be sure the branches hang below the bottom because that's an important part of the shape.

WHAT? Not issued a helmet cover or burlap? OK, just use your rubber camouflage band, **THAT'S** what it's for, not gum, smokes, matches, or toilet paper. Or, make a band of cloth strips to stick the branches in, but disguise the color of the cloth. The least you can do is smear the helmet with mud to change it's color and texture.

NEXT COMES THE FACE

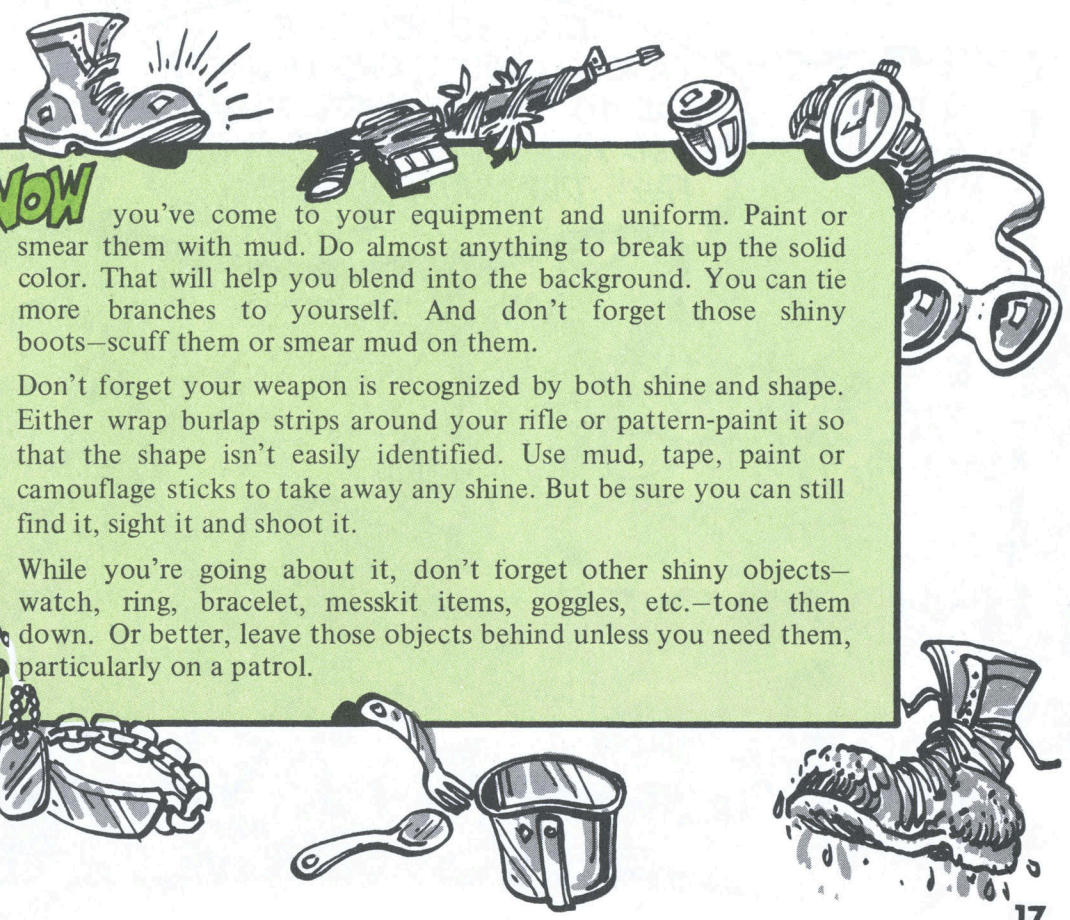
Take a close look at a buddy's face. Notice that parts of it stand out—forehead, nose, ears, cheekbones and chin. Other parts are in shadows—his eyes, under his nose, and under his chin. Darken the parts that stand out and lighten the parts in shadows. Connect the light parts with each other and the dark parts with each other so that you get a pattern.

The recommended thing to use for camouflaging your face is the handy-dandy camouflage stick. Why? Because it won't irritate your skin and is also treated with mosquito repellant. If the stick is hard during cold weather, warm it with your hands or over a fire. You can use burnt cork or mud effectively. And don't stop with your face. Since all skin is shiny, include your hands, ears and neck while you're doing your face.

NOW you've come to your equipment and uniform. Paint or smear them with mud. Do almost anything to break up the solid color. That will help you blend into the background. You can tie more branches to yourself. And don't forget those shiny boots—scuff them or smear mud on them.

Don't forget your weapon is recognized by both shine and shape. Either wrap burlap strips around your rifle or pattern-paint it so that the shape isn't easily identified. Use mud, tape, paint or camouflage sticks to take away any shine. But be sure you can still find it, sight it and shoot it.

While you're going about it, don't forget other shiny objects—watch, ring, bracelet, messkit items, goggles, etc.—tone them down. Or better, leave those objects behind unless you need them, particularly on a patrol.



O.K., SO YOU HAVE CAMOUFLAGED YOURSELF FROM HEAD TO TOE AND THE ENEMY CAN'T SEE YOU, WHAT'S NEXT? DON'T GO SO FAST, DID YOU CONSIDER SITING?

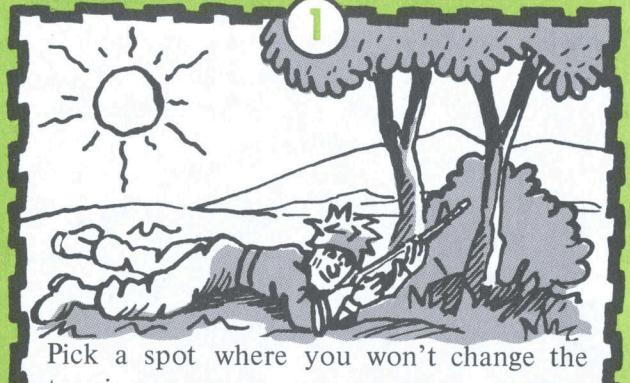
Be sure you're in the right place or your camouflage efforts will attract attention.

Remember protection from enemy fire? That's next.

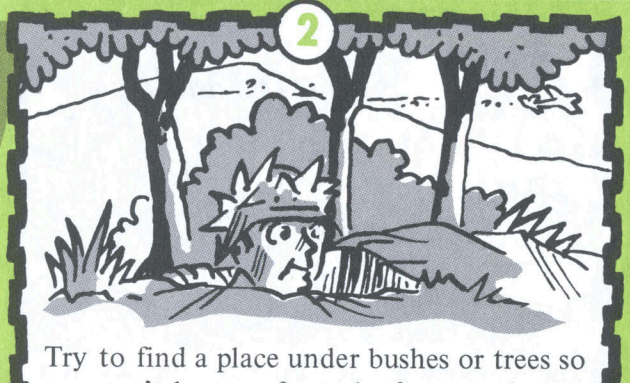
THE FOXHOLE

A foxhole readily seen from the front or sides is as bad as no foxhole at all. You just can't build a foxhole strong enough to withstand direct heavy weapons fire. Concealment is the key—if your position can be easily spotted, the enemy will bring the big stuff righ on your head.

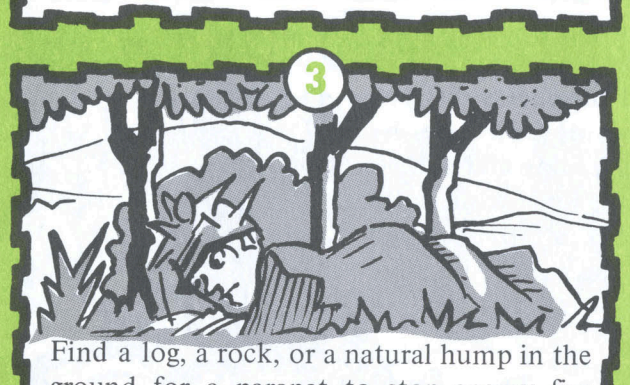
You are looking for a foxhole that will provide the *best combination* of **(1) fields of fire, (2) concealment,** and **(3) cover.** After your squad leader has assigned you an area, crawl around for a ground level view to find the exact location. It is only when you're on the ground that you can see your fields of fire. You must insure the covered and concealed position you select also has adequate fields of fire. Here is the way to do it.



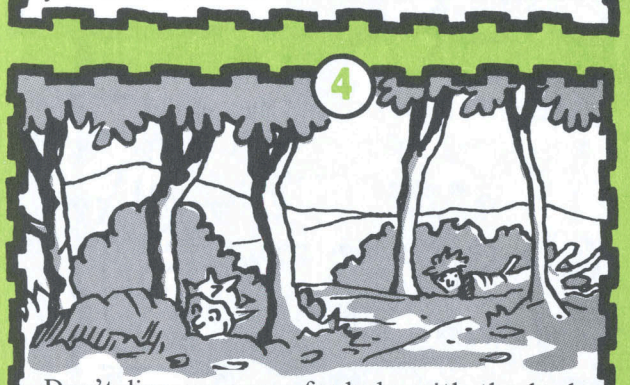
Pick a spot where you won't change the terrain.



Try to find a place under bushes or trees so you can't be seen from the front or the air.

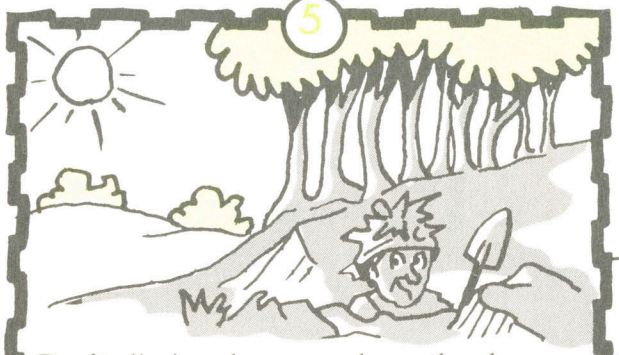


Find a log, a rock, or a natural hump in the ground for a parapet to stop enemy fire directly into your position. If you can't find anything, construct your own parapet.



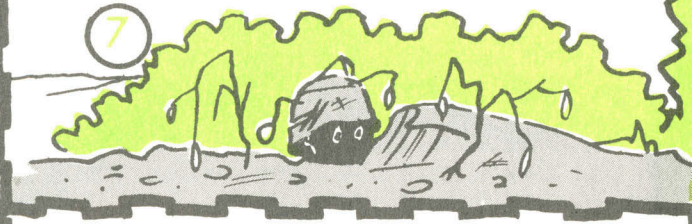
Don't line up your foxhole with the buddies on your left and right. Rocks and logs aren't normally lined up.

MORE



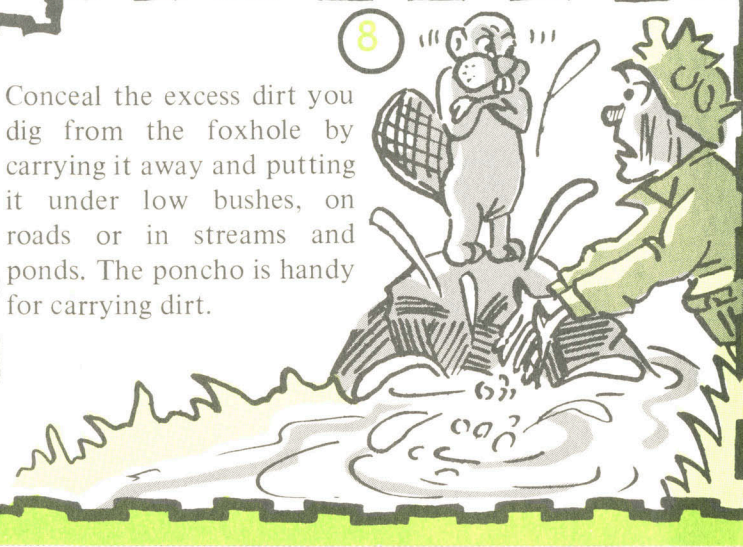
Don't dig in where you have the sky as a background.

Set aside natural materials for use as camouflage. If you use foliage, don't use dead foliage unless that is what's around you. Change the foliage when it begins to look wilted.



Stay away from prominent landmarks. Enemy artillery can easily aim on such things as lone trees or church steeples.

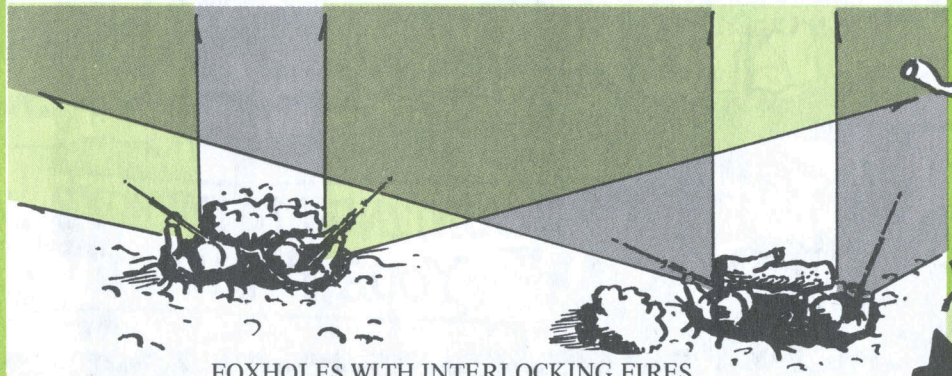
Conceal the excess dirt you dig from the foxhole by carrying it away and putting it under low bushes, on roads or in streams and ponds. The poncho is handy for carrying dirt.



See your squad leader concerning the size of the foxhole. Your unit SOP may call for two or three man positions, in which case, one digs while the other provides security.

A Do you have some type of parapet to protect you from direct fire from the front?

B Do you have to stick your head up like a coconut to fire over the parapet or is the position dug properly with fields of fire from either side?

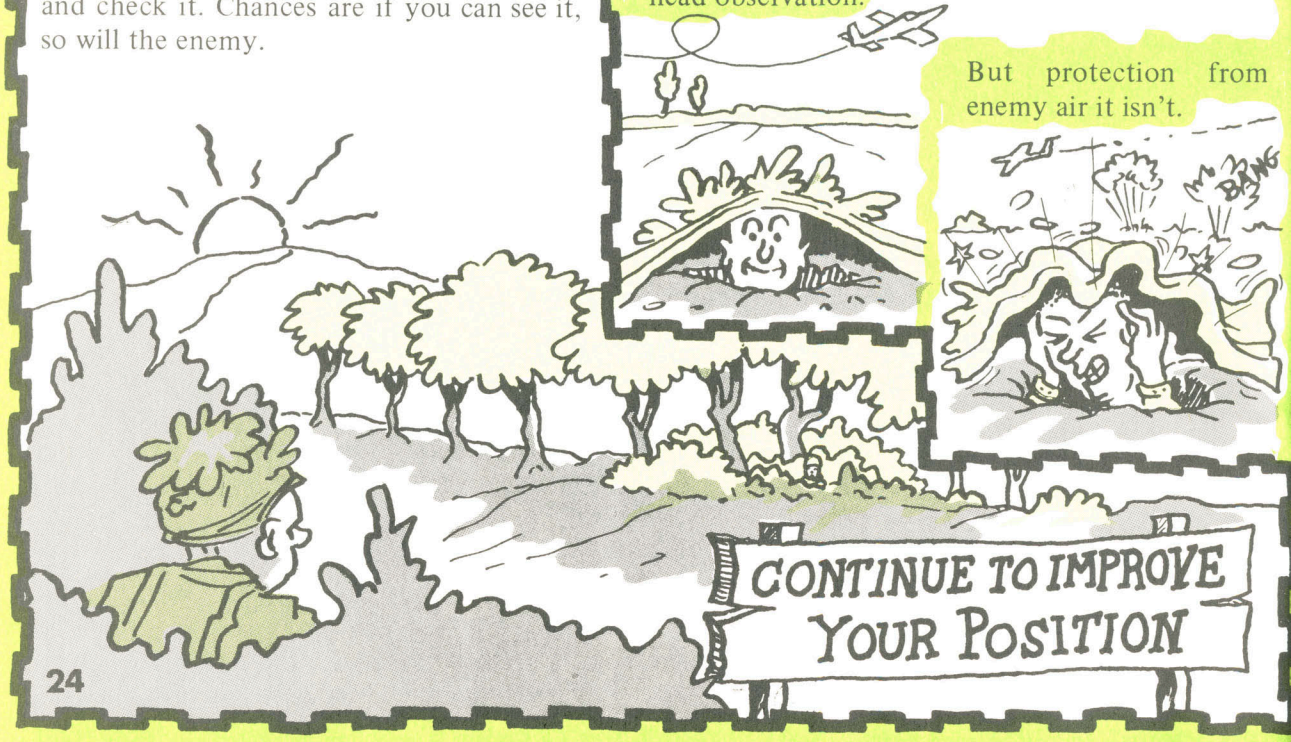


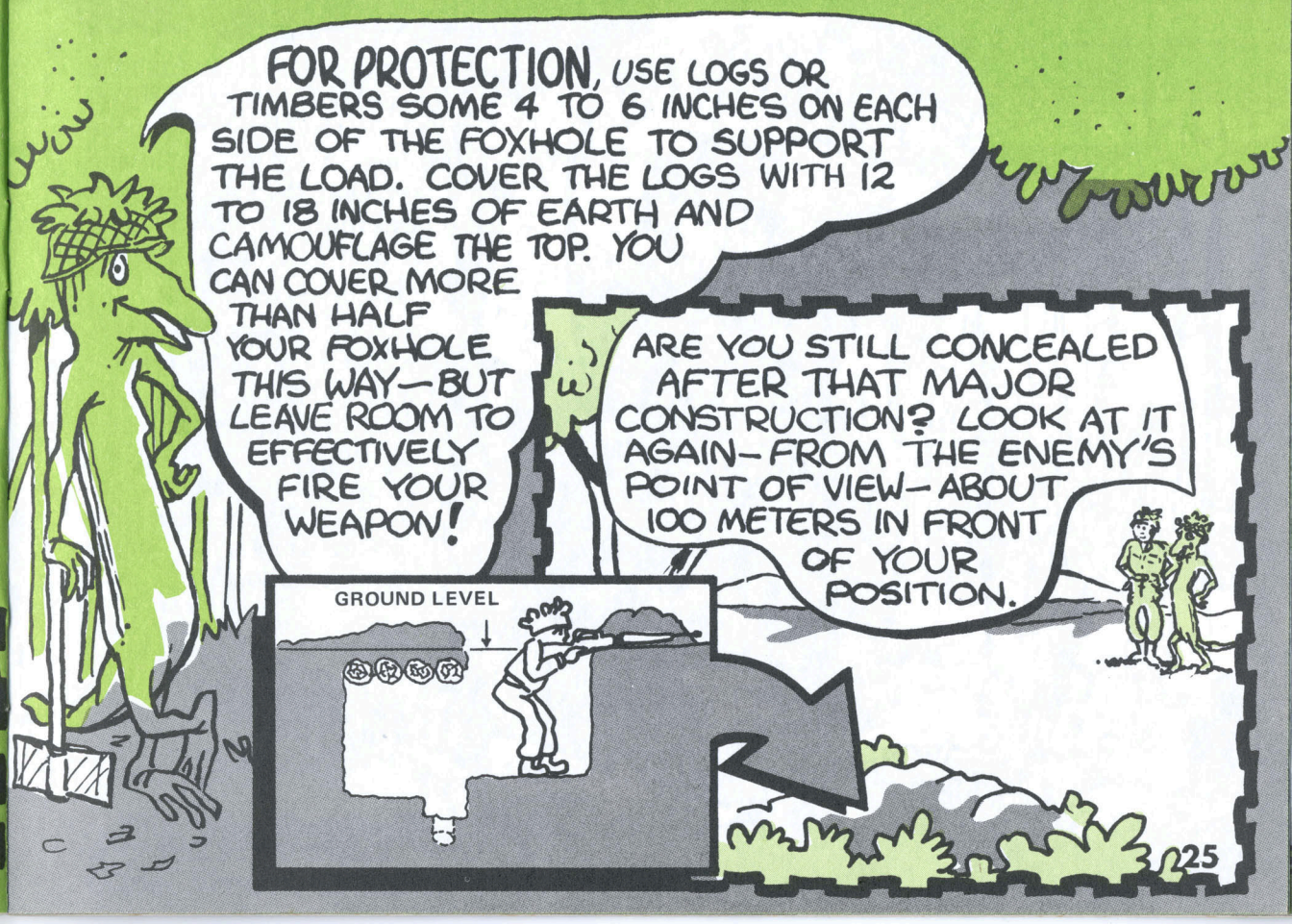
FOXHOLES WITH INTERLOCKING FIRES

So far you've passed. Let's check concealment. With your buddy in the foxhole, move out about 100 meters to the front and check it. Chances are if you can see it, so will the enemy.

Initially you may have had only a light wooded frame made from branches and covered with foliage, or a poncho covered with turf to provide concealment from overhead observation.

But protection from enemy air it isn't.

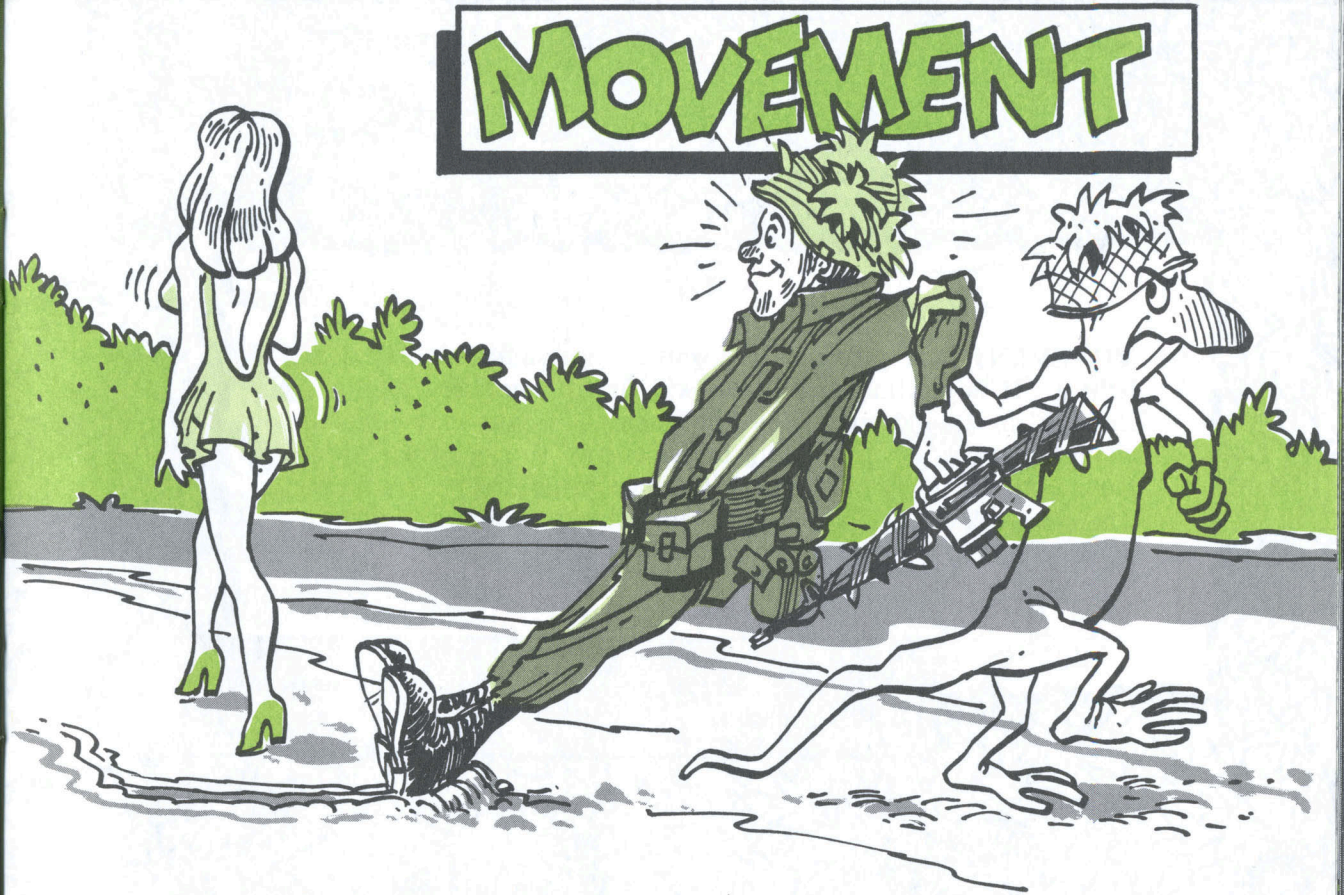



FOR PROTECTION, USE LOGS OR TIMBERS SOME 4 TO 6 INCHES ON EACH SIDE OF THE FOXHOLE TO SUPPORT THE LOAD. COVER THE LOGS WITH 12 TO 18 INCHES OF EARTH AND CAMOUFLAGE THE TOP. YOU CAN COVER MORE THAN HALF YOUR FOXHOLE THIS WAY—BUT LEAVE ROOM TO EFFECTIVELY FIRE YOUR WEAPON!
ARE YOU STILL CONCEALED AFTER THAT MAJOR CONSTRUCTION? LOOK AT IT AGAIN—FROM THE ENEMY'S POINT OF VIEW—ABOUT 100 METERS IN FRONT OF YOUR POSITION.
GROUND LEVEL

For a super deluxe foxhole, you should have camouflage, protective cover, grenade sump, revetting and drainage. Only then will you have maximum protection and comfort. Comfort? That's what the man said.

Nobody expects you to stay in that comfortable foxhole or to pull the cover over you and begin a long sleep for the duration. You'll find yourself moving around outside the foxhole and that can be dangerous—unless you know about

MOVEMENT


MOVEMENT

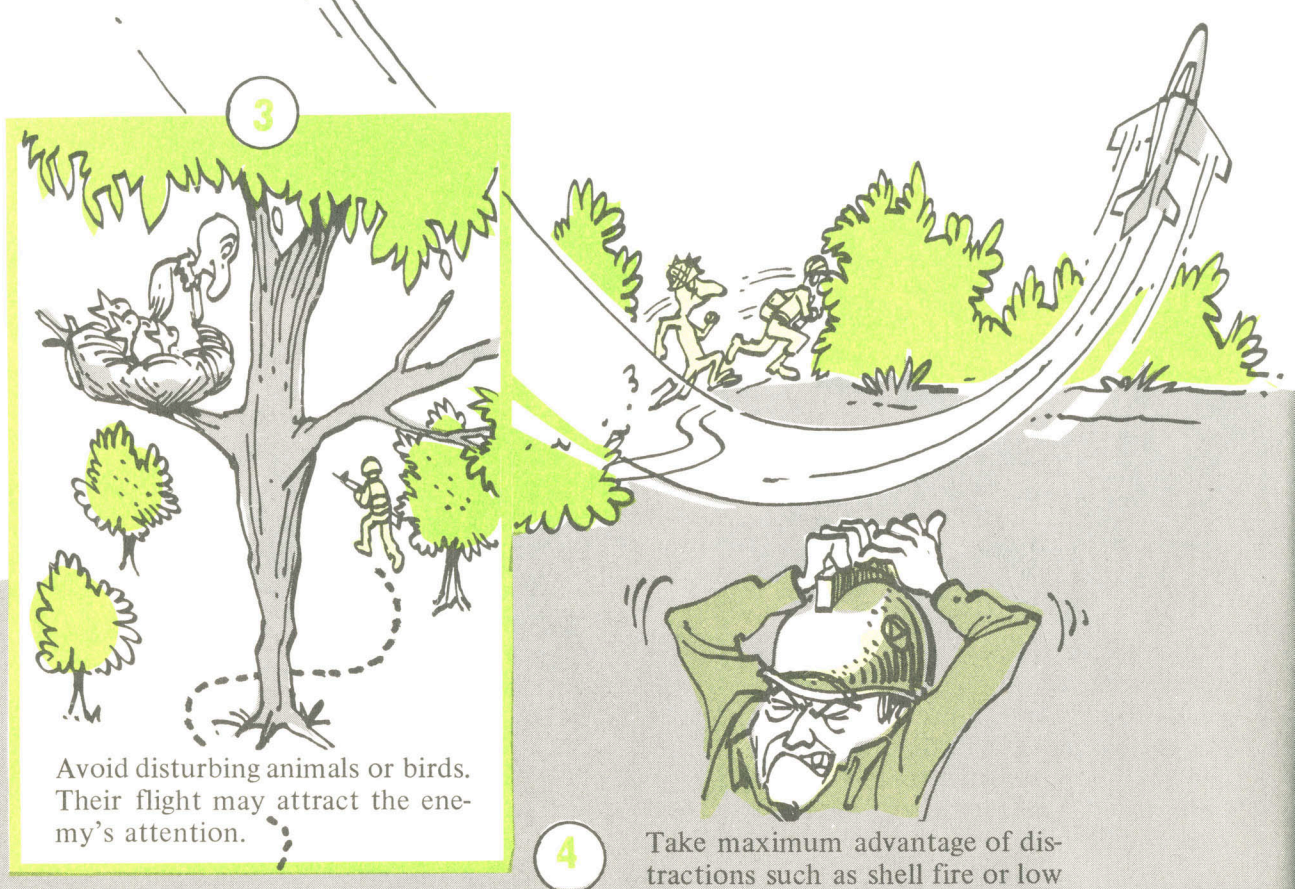
MOVEMENT is a factor of recognition. It shouldn't be taken lightly. It is inevitable that you will find it necessary to move through an area occupied by the enemy—or you may have to change position when you are under enemy fire or observation. How you do it could be the difference in getting shot or not. There are a few rules about movement—during the day and night—which will help you keep from getting hit.

Here are eight super-cool rules for movement during day operations:

Know where you're going. Pick your next concealed position before leaving your present one. Look carefully for the enemy and then move by the best covered and concealed route. If possible, take advantage of fog, smoke or haze conditions.

2

In tall grass or grain, move when the wind blows the top of the stalks. Zig-zag your direction slightly to avoid obvious straight lines.



3

Avoid disturbing animals or birds. Their flight may attract the enemy's attention.

4

Take maximum advantage of distractions such as shell fire or low flying planes.

5

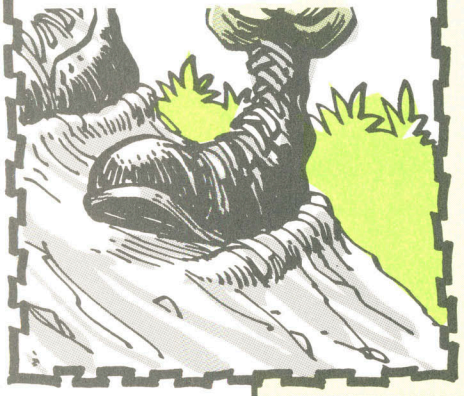
Avoid leaving footprints by selecting your route over rocky, gravelled or grassy ground. Don't make it easy for the enemy to track you.

6

Cross roads at places where you have some cover and concealment—a low spot, at a curve or through a large culvert. When you cross, move fast.

7 When you must crawl across a large open area such as a plowed field, follow the low sections and furrows as much as possible.

8 Avoid areas with many loose stones or steep, slippery slopes. When moving on a slope, dig the edges of your boots into the ground to prevent slipping.

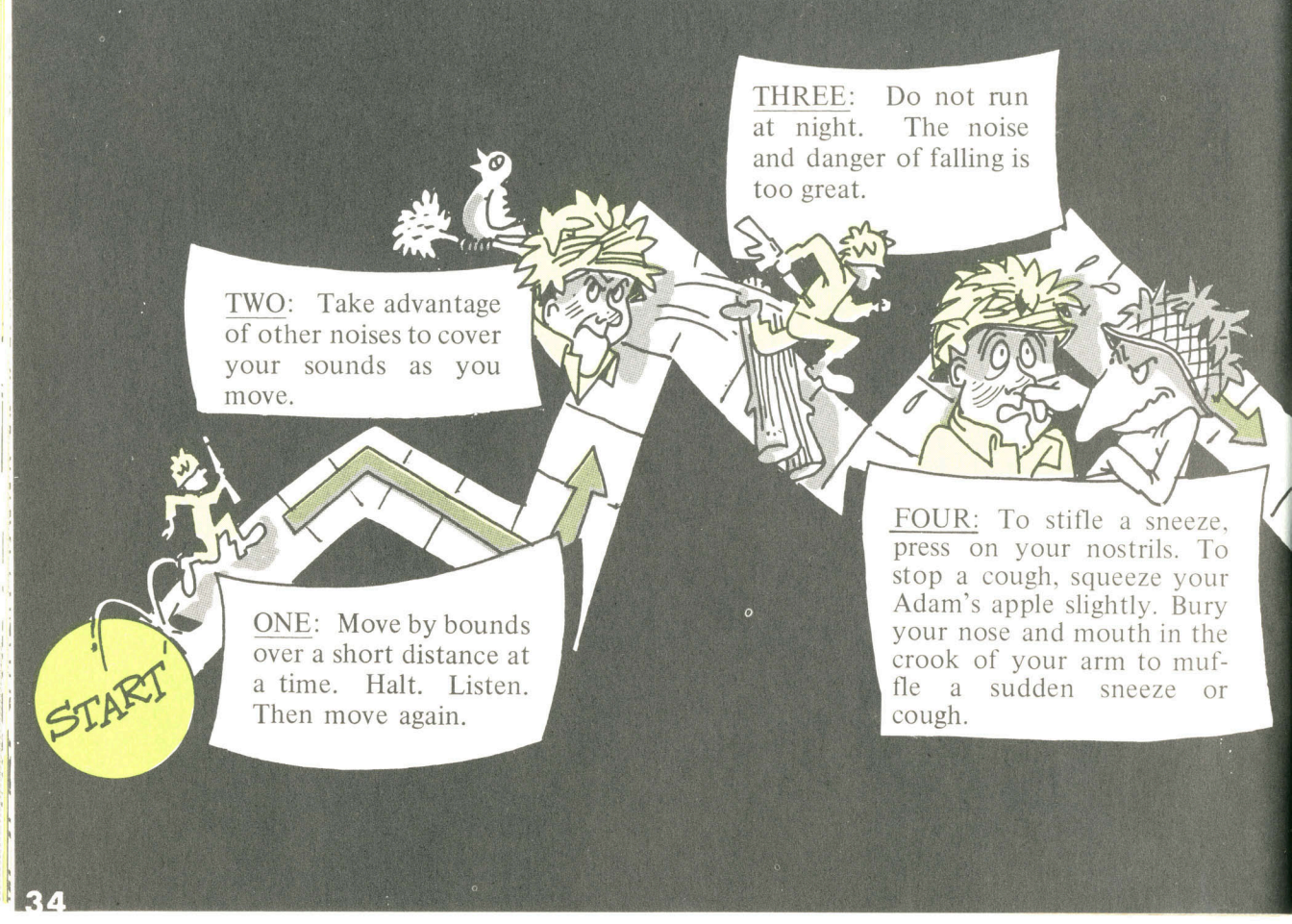


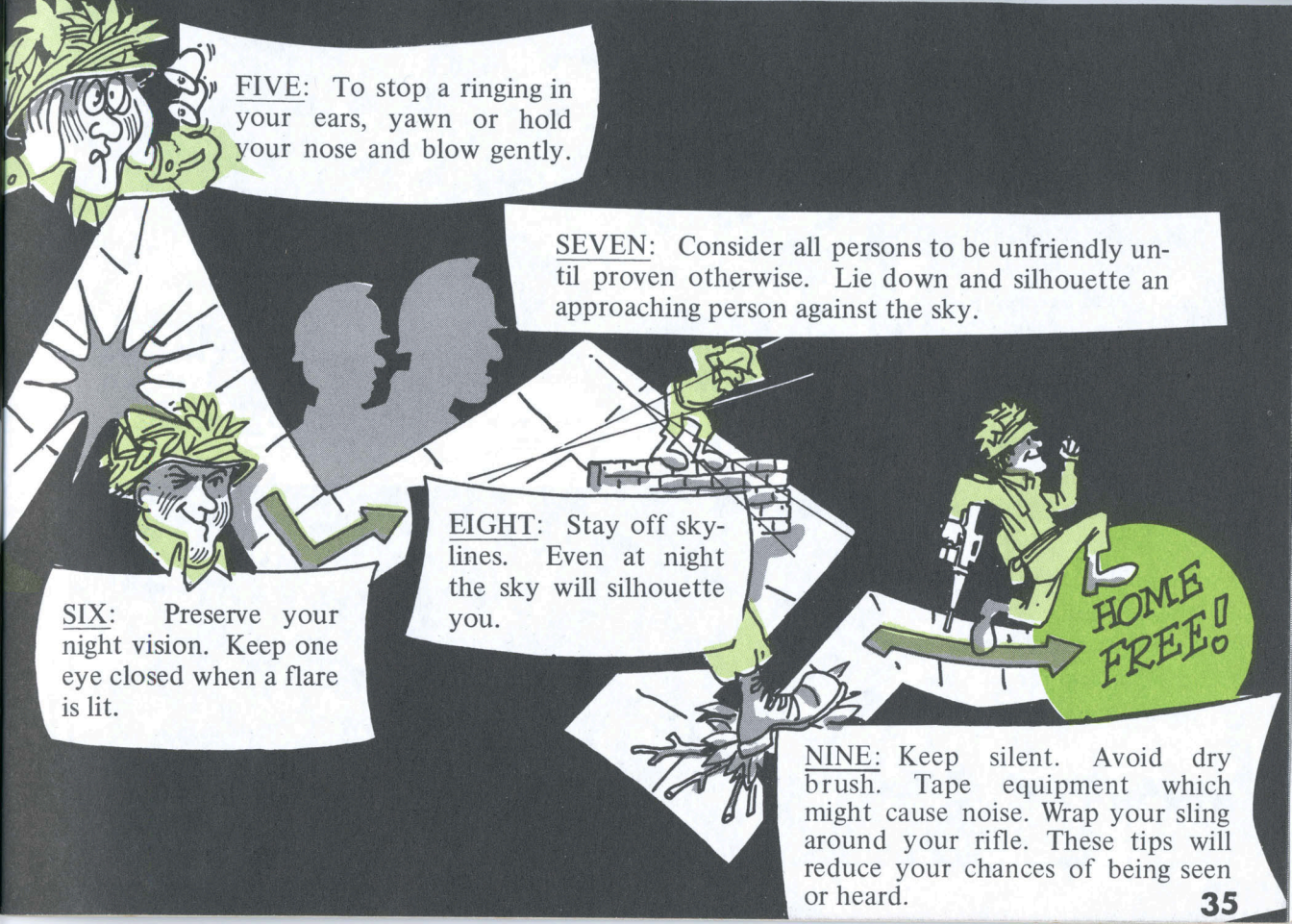
What about sudden enemy fire when you're in the open on the move? Don't worry about going back to that deluxe foxhole unless it is handy. Instead, use the nearest shell crater, ditch, shallow pit, low wall, log or even a rock—the bigger the better. But you should have been thinking about the possibility of enemy fire and already spotted the protection you want. When he starts shooting, you don't want to waste time looking. Plan ahead and

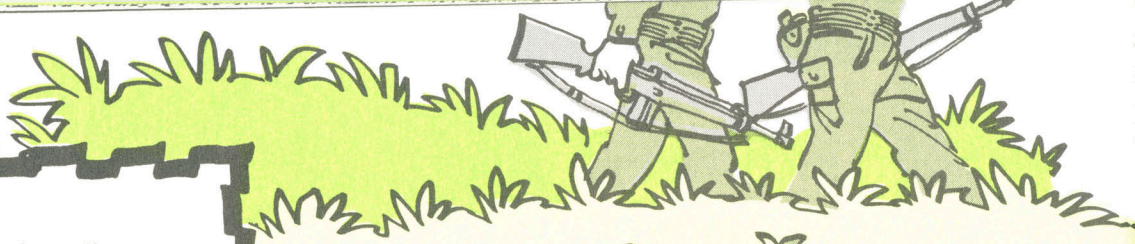
...DON'T GET HIT!

NIGHT MOVEMENT

The following tips will help you in **SILENT NIGHT MOVEMENT**

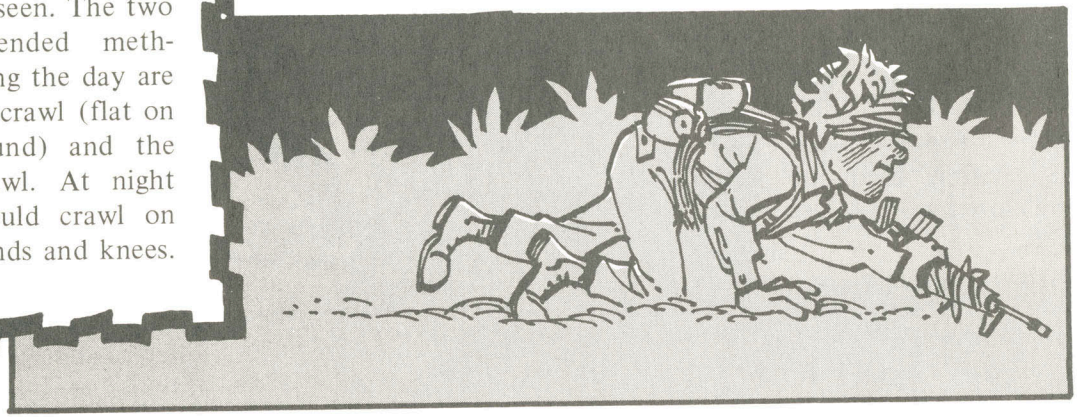

START
ONE: Move by bounds over a short distance at a time. Halt. Listen. Then move again.
TWO: Take advantage of other noises to cover your sounds as you move.
THREE: Do not run at night. The noise and danger of falling is too great.
FOUR: To stifle a sneeze, press on your nostrils. To stop a cough, squeeze your Adam's apple slightly. Bury your nose and mouth in the crook of your arm to muffle a sudden sneeze or cough.

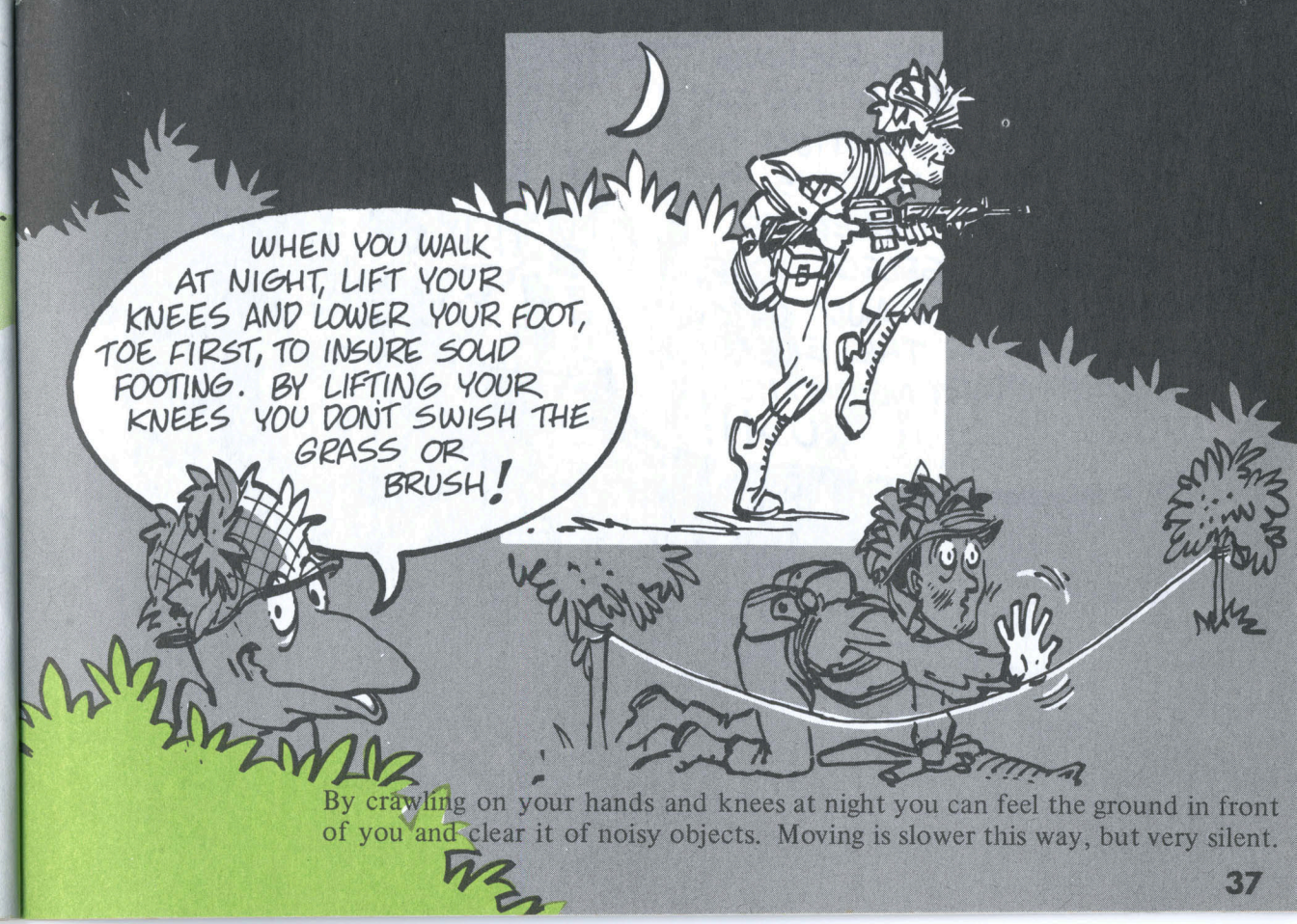

FIVE: To stop a ringing in your ears, yawn or hold your nose and blow gently.
SEVEN: Consider all persons to be unfriendly until proven otherwise. Lie down and silhouette an approaching person against the sky.
EIGHT: Stay off skylines. Even at night the sky will silhouette you.
SIX: Preserve your night vision. Keep one eye closed when a flare is lit.
HOME FREE!
NINE: Keep silent. Avoid dry brush. Tape equipment which might cause noise. Wrap your sling around your rifle. These tips will reduce your chances of being seen or heard.



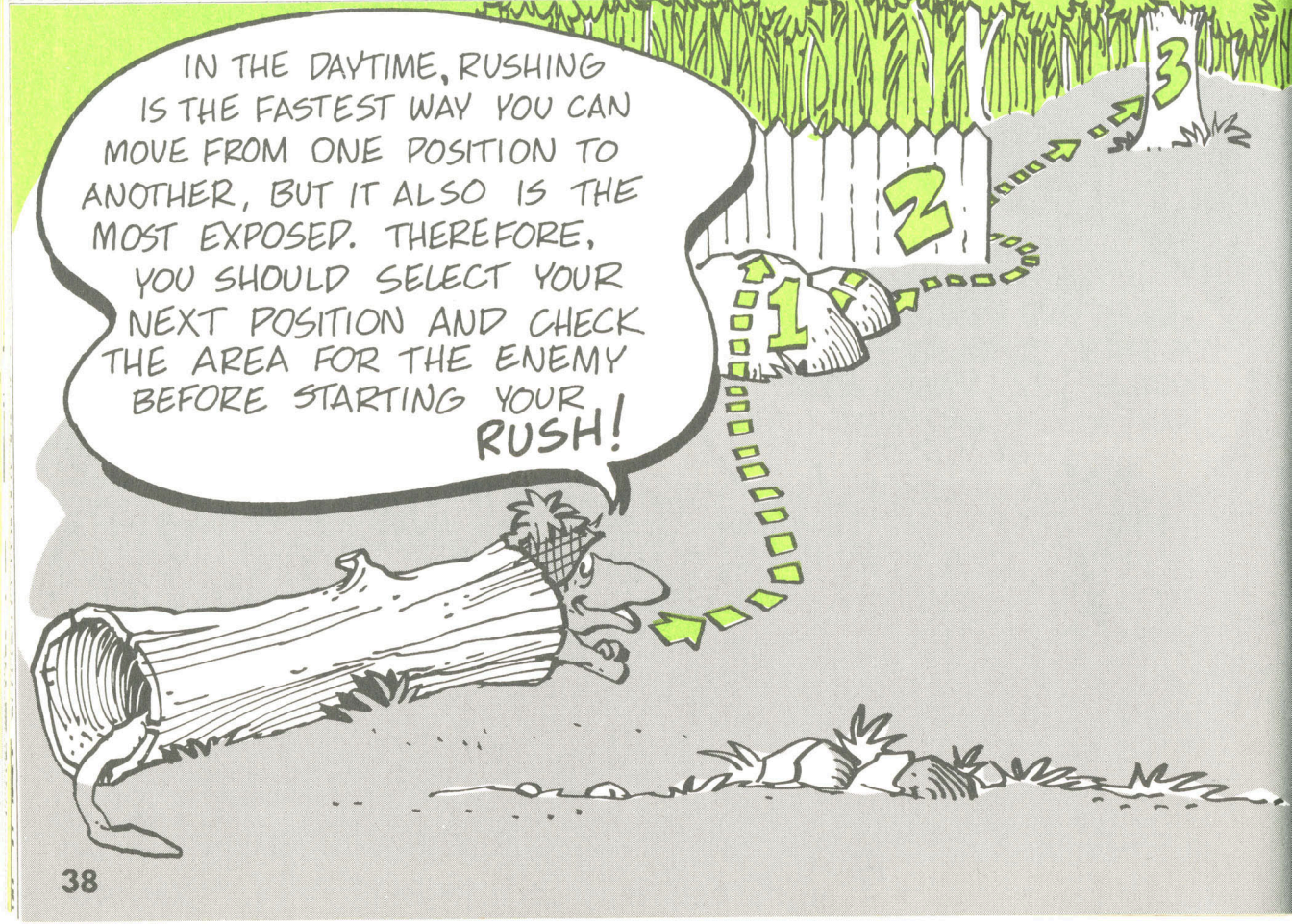
Now let's talk more about moving—you can crawl, walk or rush.

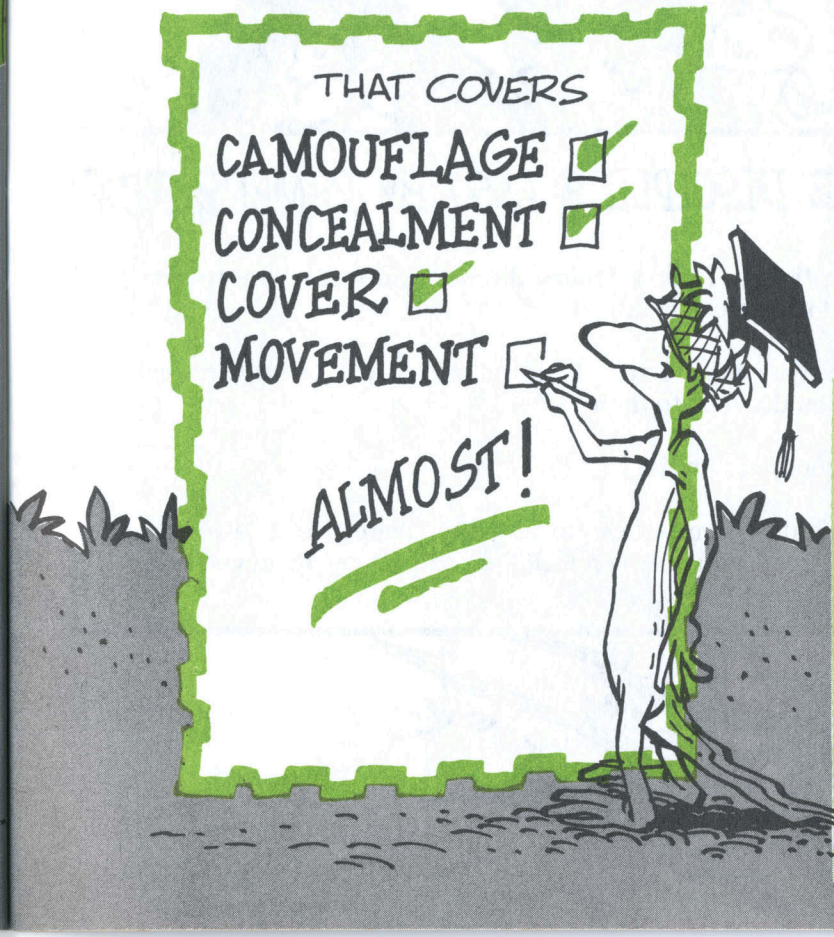
When you are in close contact with the enemy you will find it necessary to crawl to move unseen. The two recommended methods during the day are the low crawl (flat on the ground) and the high crawl. At night you should crawl on your hands and knees.




WHEN YOU WALK AT NIGHT, LIFT YOUR KNEES AND LOWER YOUR FOOT, TOE FIRST, TO INSURE SOUD FOOTING. BY LIFTING YOUR KNEES YOU DONT SWISH THE GRASS OR BRUSH!

By crawling on your hands and knees at night you can feel the ground in front of you and clear it of noisy objects. Moving is slower this way, but very silent.

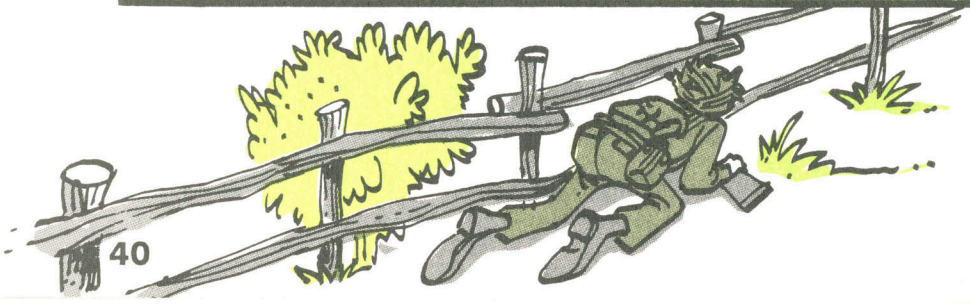

IN THE DAYTIME, RUSHING IS THE FASTEST WAY YOU CAN MOVE FROM ONE POSITION TO ANOTHER, BUT IT ALSO IS THE MOST EXPOSED. THEREFORE, YOU SHOULD SELECT YOUR NEXT POSITION AND CHECK THE AREA FOR THE ENEMY BEFORE STARTING YOUR RUSH!
1
2
3



Knowing it and doing it are two different things. This is where discipline enters the picture. Always doing the best you know how. Remember, you're part of a team and it only takes one of you to ruin the whole thing.

YOU CAN PRACTICE DISCIPLINE ALSO BY REMEMBERING

- Don't move across open fields. Follow fences, ditches, and wood lines to conceal your movement and keep from making tracks.
- Don't throw trash away—ammo boxes, C-ration boxes and cans. Conceal them as carefully as you do your foxhole.
- Don't make any unnecessary noise.
- Don't show a light at night. No matches, no fires, no cigarettes. If a light is absolutely necessary, be sure you use a poncho or something to cover it so that the light cannot be seen outside.



There is nothing magical or lucky about protecting yourself on the battlefield. If the enemy can't see you, he probably won't shoot. And, if you use your cover properly, he couldn't hit you if he did.

Common sense, a cool head and discipline will load the dice in your favor and give you a winning hand. For more information on camouflage and concealment, check out FM 5-15, FM 5-20, FM 5-34, and FM 21-75.

KEEPING HEALTHY ISN'T LUCK..
..YOU HAVE TO WORK AT IT!

The proponent agency of this publication is the U.S. Army Engineer School (USAES). Users are invited to send comments and suggested improvements on DA Form 2028 (Recommended Changes to Publications) direct to Commandant, U.S. Army Engineer School, Fort Belvoir, VA 22060.

By Order of the Secretary of the Army:

CREIGHTON W. ABRAMS
General, United States Army
Chief of Staff

Official:
VERNE L. BOWERS
Major General, United States Army
The Adjutant General

Distribution: To be distributed in accordance with special mailing list direct from the printer. Additional copies may be requisitioned from the U.S. Army Adjutant General Publications Center, 2800 Eastern Boulevard, Baltimore, MD 21220.

☆ U. S. GOVERNMENT PRINTING OFFICE : 1974 O - 554 - 228

TC 21-75